## Progression in Mathematics

|  | Number and place value | Number - <br> addition / <br> subtraction | Number Multiplication and division | Number <br> Fractions decimals and percentages | Geometry - <br> Property of Shape | Geometry position and direction | Measurement | Statistics | Ratio and Proportion | Algebra |
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| EYFS | - Count reliably with numbers from 1-20 <br> - Read and write numbers <br> - Place the numbers in order and say which is one less and one more than a given number <br> - Secure understanding of the concept of 0 <br> - Problem solving and applying opportunities <br> - Provide opportunities for children to make own problems <br> - Introduce tallying as a means or recording <br> - Use a hundred square to show number patters <br> - Encourage the children to count the things that they see beyond 10 | Use qualities and objects to add and subtract 2 digit numbers <br> - Count on and back to find the answer <br> - Problem solving and applying opportunities <br> Provide opportunities for children to make own problems | - Doubling and halving with numbers up to 20 <br> - Sharing with numbers up to 20 <br> - Problem solving and using and applying opportunities <br> - Use nursery rhymes and songs that involve counting on and counting back in1's, 2's, 5's and 10 <br> - Provide opportunities for children to make own problems | - Understand the concept of a Half <br> - Problem solving and applying opportunities | - Introduce children to the mathematical names / vocabulary of 2 D and 3 D shapes and the properties to describe the shapes e.g. number of vertices, edges, and faces <br> - Children to use the terms to describe the shapes <br> - Problem solving and applying opportunities | - Describe position as such as behind or next to <br> - Recognise, create and recreate patterns and build models <br> - Problem solving and applying opportunities | - Use every day language to talk about size,, weight capacity, position, distance, time and money <br> - Use everyday language related to money <br> - Order 2 items by weight or capacity <br> - Use everyday language related to time measure short periods of time in simple ways <br> - Problem solving and applying opportunities | " |  |  |
| Y1 | - Count to and across 100, forwards and backwards, beginning with 0 or 1 , or from any given number. <br> - Count in multiples of twos, fives and tens. <br> - Read and write numbers to 100 in numerals. <br> - Read and write numbers from 1 to 20 in numerals and words. <br> - Begin to recognise the place value of numbers | - Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs. <br> - Represent and use number bonds and related subtraction facts within 20. <br> - Add and subtract onedigit and two-digit numbers to 20 , including zero (using concrete objects and | - Recall and use doubles of all numbers to 10 and corresponding halves. <br> - Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher. | - Understand that a fraction can describe part of a whole. <br> - Understand that a unit fraction represents one equal part of a whole. <br> - Recognise, find and name a half as one of two equal parts of an object shape or quantity (including measure). <br> - Recognise, find and name a quarter as one of four equal parts of an object, shape or | - Recognise and name common 2-D shapes, including rectangles (including squares), circles and triangles. <br> - Recognise and name common 3-D shapes, including cuboids (including cubes), pyramids and spheres. | - Describe movement, including whole, half, quarter and threequarter turns. <br> - Recognise and create repeating patterns with objects and shapes. <br> - Describe position and direction. | - Measure and begin to record: <br> - lengths and heights, using non-standard and then <br> manageable standard units ( $\mathrm{m} / \mathrm{cm}$ ) <br> - mass/weight, using non-standard and then manageable standard units (kg/g) - capacity and volume using non-standard and then <br> manageable standard units (litres/ml) <br> - time <br> (hours/minutes/seconds) | Sort objects, numbers and shapes to a given criterion and their own. <br> - Present and interpret data in block diagrams using practical equipment. <br> - Ask and answer simple questions by counting the number of objects in each category. <br> - Ask and answer questions by comparing categorical data. |  |  |




|  |  | this to check <br> calculations and solve missing number problems. <br> Solve problems with addition and subtraction including with missing numbers: <br> - using concrete objects and pictorial representations, including those involving numbers, quantities and measures. <br> - applying their increasing knowledge of mental and written methods. |  |  |  |  |  |  |  |  |
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| Y3 | - Count from 0 in multiples of $4,8,50$ and 100. <br> - Count up and down in tenths. <br> - Read and write numbers up to 1000 in numerals and in words. <br> Read and write numbers with one decimal place. <br> Identify, represent and estimate numbers using different representations (including the number line). <br> - Recognise the place value of each digit in a three-digit number (hundreds, tens, ones). <br> Identify the value of each digit to one decimal place. <br> - Partition numbers in different ways (e.g. 146 | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> Select a mental strategy appropriate for the numbers involved in the calculation. <br> Understand and use take away and difference for subtraction, deciding on the most efficient method for the numbers involved, irrespective of context. <br> Recall/use addition/subtraction facts for 100 (multiples of 5 and $10)$. | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> - Understand that division is the inverse of multiplication and vice versa. <br> - Understand how multiplication and division statements can be represented using arrays. <br> - Understand division as sharing and grouping and use each appropriately. <br> - Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables. <br> - Derive and use doubles of all numbers to 100 and corresponding halves. | Show practically or pictorially that a fraction is one whole number divided by another (e.g. $\frac{3}{4}$ can be interpreted as $3 \div 4$ ). <br> - Understand that finding a fraction of an amount relates to division. <br> Recognise that tenths arise from dividing objects into 10 equal parts and in dividing one-digit numbers or quantities by 10 . <br> Recognise, find and write fractions of a discrete set of objects: unit fractions and non-unit fractions with small denominators. <br> - Recognise and use fractions as numbers: unit fractions and non-unit fractions | - Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them. <br> - Recognise angles as a property of shape or a description of a turn. <br> - Identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn; identify whether angles are greater than or less than a right angle. <br> Identify horizontal and vertical lines and pairs of perpendicular and parallel lines. | - Describe positions on a square grid labelled with letters and numbers. | - Measure, compare, add and subtract: lengths ( $\mathrm{m} / \mathrm{cm} / \mathrm{mm}$ ); mass (kg/g); volume/capacity (l/ml). <br> - Continue to estimate and measure temperature to the nearest degree ( ${ }^{\circ} \mathrm{C}$ ) using thermometers. <br> - Understand perimeter is a measure of distance around the boundary of a shape. <br> - Measure the perimeter of simple 2-D shapes. <br> - Tell and write the time from an analogue clock, including using Roman numerals from I to XII, and 12hour and 24 -hour clocks. <br> - Estimate/read time with increasing | Use sorting diagrams to compare and sort objects, numbers and common 2-D and 3-D shapes and everyday objects. <br> Interpret and present data using bar charts, pictograms and tables. <br> - Solve one-step and two-step questions [for example, 'How many more?' and 'How many fewer?'] using information presented in scaled bar charts and pictograms and tables. |  |  |




|  | the value of the digits in the answer. <br> - Describe and extend number sequences involving counting on or back in different steps, including sequences with multiplication and division steps. <br> Read Roman numerals to 100 and know that over time, the numeral system changed to include the concept of zero and place value. Solve number and practical problems that involve all of the above and with increasingly large positive numbers. | methods to use and why. <br> Solve addition and subtraction problems involving missing numbers. | an appropriate degree of accuracy. Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, division (including interpreting remainders), integer scaling problems and harder correspondence problems such as $n$ objects are connected to mobjects. | involving fractions and decimals to two decimal places. |  | equal $£ 1$ and that each coin is $\frac{1}{100}$ of $£ 1$. <br> Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days and problems involving money and measures. |  |  |  |  |
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| Y5 | - Count forwards or backwards in steps of powers of 10 for any given number up to 1 000000. <br> - Count forwards and backwards in decimal steps. <br> - Read, write, order and compare numbers to at least 1000000 and determine the value of each digit. <br> - Read, write, order and compare numbers with up to 3 decimal places. <br> - Identify the value of each digit to three decimal places. <br> - Identify represent and estimate numbers using the number line. <br> - Find 0.01, 0.1, 1, 10 , 100, 100 and other powers of 10 more or | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> - Select a mental strategy appropriate for the numbers involved in the calculation. <br> - Recall and use addition and subtraction facts for 1 and 10 (with decimal numbers to one decimal place). <br> - Derive and use addition and subtraction facts for 1 (with decimal | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> Identify multiples and factors, including finding all factor pairs of a number, and common factors of two numbers. <br> - Know and use the vocabulary of prime numbers, prime factors and composite (nonprime) numbers. <br> Establish whether a number up to 100 is prime and recall | - Recognise mixed numbers and improper fractions and convert from one form to the other. <br> - Read and write decimal numbers as fractions (e.g. $\left.0.71=\frac{71}{100}\right)$. <br> - Count on and back in mixed number steps such as $1 \frac{1}{2}$. <br> - Compare and order fractions whose denominators are all multiples of the same number (including on a number line). <br> Identify, name and write equivalent fractions of a given fraction, represented visually, including | - Distinguish between regular and irregular polygons based on reasoning about equal sides and angles. <br> - Use the properties of rectangles to deduce related facts and find missing lengths and angles. <br> - Identify 3-D shapes from 2-D representations. <br> Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles. <br> Draw given angles, and measure them in degrees ( ${ }^{\circ}$ ). <br> Identify: | - Describe positions on the first quadrant of a coordinate grid. <br> - Plot specified points and complete shapes. Identify, describe and represent the position of a shape following a reflection or translation, using the appropriate language, and know that the shape has not changed. | - Use, read and write standard units of length and mass. <br> - Estimate (and calculate) volume ((e.g., using $1 \mathrm{~cm}^{3}$ blocks to build cuboids (including cubes)) and capacity (e.g. using water). <br> - Understand the difference between liquid volume and solid volume. <br> Continue to order temperatures including those below $0^{\circ} \mathrm{C}$. <br> - Convert between different units of metric measure. <br> - Understand and use approximate equivalences between metric units and | - Complete and interpret information in a variety of sorting diagrams (including those used to sort properties of numbers and shapes). <br> - Complete, read and interpret information in tables and timetables. <br> - Solve comparison, sum and difference problems using information presented in all types of graph including a line graph. <br> - Calculate and interpret the mode, median and range. |  |  |



|  |  |  | an appropriate degree of accuracy. <br> - Solve problems involving addition, subtraction, multiplication and division and a combination of these, including understanding the meaning of the equals sign. <br> - Solve problems involving multiplication and division, including scaling by simple fractions and problems involving simple rates. |  |  |  |  |  |  |  |
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| Y6 | - Count forwards or backwards in steps of integers, decimals, powers of 10 . <br> - Read, write, order and compare numbers up to 10000000 and determine the value of each digit. <br> - Identify the value of each digit to three decimal places. <br> - Identify, represent and estimate numbers using the number line. <br> - Order and compare numbers including integers, decimals and negative numbers. <br> Find 0.001, 0.01, 0.1, 1 , 10 and powers of 10 more/less than a given number. <br> Round any whole number to a required degree of accuracy. <br> - Round decimals with three decimal places to the nearest whole | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> - Select a mental strategy appropriate for the numbers in the calculation. <br> - Recall and use addition and subtraction facts for 1 (with decimals to two decimal places). <br> - Perform mental calculations including with mixed operations and large numbers and decimals. <br> Add and subtract whole numbers and decimals using formal written methods (columnar addition and subtraction). | - Choose an appropriate strategy to solve a calculation based upon the numbers involved (recall a known fact, calculate mentally, use a jotting, written method). <br> - Identify common factors, common multiples and prime numbers. <br> - Use partitioning to double or halve any number. <br> - Perform mental calculations, including with mixed operations and large numbers. <br> - Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication. <br> - Multiply one-digit numbers with up to two decimal places by whole numbers. <br> - Divide numbers up to 4 digits by a two-digit whole number using | - Compare and order fractions, including fractions > 1 (including on a number line). <br> - Use common factors to simplify fractions; use common multiples to express fractions in the same denomination. <br> Recall and use equivalences between simple fractions, decimals and percentages, including in different contexts. <br> Associate a fraction with division and calculate decimal fraction equivalents (e.g. 0.375 and $\frac{3}{8}$ ). <br> - Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions. | - Compare/classify geometric shapes based on the properties and sizes. <br> - Draw 2-D shapes using given dimensions and angles. <br> - Illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius. <br> Recognise, describe and build simple 3-D shapes, including making nets. <br> - Recognise angles where they meet at a point, are on a straight line, or are vertically opposite, | - Describe positions on the full coordinate grid (all four quadrants). <br> - Draw and translate simple shapes on the coordinate plane, and reflect them in the axes. | - Use, read and write standard units of length, mass, volume and time using decimal notation to three decimal places. <br> Convert between standard units of length, mass, volume and time using decimal notation to three decimal places. <br> Convert between miles and kilometres. <br> Recognise that shapes with the same areas can have different perimeters and vice versa. <br> - Calculate the area of parallelograms and triangles. <br> Recognise when it is possible to use formulae for area and volume of shapes. | - Continue to complete and interpret information in a variety of sorting diagrams (including sorting properties of numbers and shapes). <br> Interpret and construct pie charts and line graphs and use these to solve problems. <br> Solve comparison, sum and difference problems using information presented in all types of graph. <br> Calculate and interpret the mean as an average. | - Solve problems involving the relative sizes of two quantities where missing values can be found using integer multiplication/division facts. <br> Solve problems involving unequal sharing and grouping using knowledge of fractions and multiples <br> - Solve problems involving similar shapes where the scale factor is known or can be found. | - Use simple formulae. <br> - Generate and describe linear number sequences. <br> - Express missing number problems algebraically. <br> - Find pairs of numbers that satisfy an equation with two unknowns. <br> - Enumerate possibilities of combinations of two variables. |



